

display subsegments to be re-used in creating paylines for a particular presentation of display segments.

12. The method of claim 1, further comprising enabling at least some of the presented subsegment symbols of each of the display subsegments to be used only once in creating paylines for a particular presentation of display segments.

13. The method of claim 1, further comprising enabling at least some of the presented subsegment symbols of each of the display subsegments to be re-used in creating paylines for a particular presentation of display segments.

14. The method as in claim 1, wherein:

presenting a plurality of display subsegments comprises presenting the plurality of display subsegments in respective ones of the display segments;

presenting a plurality of display segments comprises presenting a remaining one or more of the display segments without a plurality of the display subsegments; and

utilizing symbols associated with the remaining plurality of the display segments only once in formulating the payout results for each of the paylines in which the display segment is affiliated.

15. The method as in claim 1, wherein:

presenting a plurality of display subsegments comprises presenting the plurality of display subsegments in respective ones of the display segments;

presenting a plurality of display segments comprises presenting a remaining one or more of the display segments without a plurality of the display subsegments; and

utilizing symbols associated with each of the remaining plurality of the display segments more than once in formulating the payout results for each of the paylines in which the display segment is affiliated.

16. A slot machine hosting a gaming activity, the slot machine comprising:

a display device to present a plurality of display segments, and to present a plurality of display subsegments in one or more of the display segments;

a random number generator configured to randomly select symbols for presentation in the display segments and the display subsegments of the display grid; and

a processor configured to identify winning symbol combinations presented on display segment paylines, wherein the winning symbol combinations comprise corresponding symbols in each of the display segments of respective display segment paylines, and wherein one or more of the symbols presented in the display subsegments of a display segment are independently considered in identifying the winning symbol combinations occurring on the display segment paylines involving that display segment.

17. A method for facilitating participation in a slot game, comprising:

presenting a plurality of display segments;

identifying one or more winning slot game paylines resulting from corresponding symbols being randomly presented in at least a predetermined number of adjacent display segments.

18. The method of claim 17, further comprising:

providing an increasing payout for each additional corresponding symbol exceeding the predetermined number in the identified one or more winning slot game paylines.

19. The method of claim 17, further comprising enabling player selection of one or more symbols to be played.

20. The method of claim 19, further comprising requiring a first wager amount if the player selects a first number of symbols, and requiring an increased wager for increased numbers of selected symbols.

21. The method of claim 17, further comprising facilitating player selection of symbols to be selected for play, wherein a player wager amount is dependent on the number of symbols selected.

22. The method of claim 21, wherein the player wager amount increases as the number of symbols selected for play increases.

23. The method of claim 17, wherein at least one of the identified winning slot game paylines occurs on a plurality of horizontally arranged display segments as a result of the corresponding symbols being randomly presented in at least a predetermined number of horizontally adjacent display segments.

24. The method of claim 17, wherein at least one of the identified winning slot game paylines occurs on a plurality of horizontally arranged display segments as a result of the corresponding symbols being randomly presented in at least a predetermined number of vertically adjacent display segments.

25. The method of claim 17, wherein at least one of the identified winning slot game paylines occurs on a plurality of horizontally arranged display segments as a result of the corresponding symbols being randomly presented in at least a predetermined number of diagonally adjacent display segments.

26. The method of claim 17, wherein identifying one or more winning slot game paylines comprises identifying one or more winning slot game paylines resulting from corresponding symbols being randomly presented in at least a predetermined number of horizontally adjacent display segments.

27. The method of claim 17, wherein identifying one or more winning slot game paylines comprises identifying one or more winning slot game paylines resulting from corresponding symbols being randomly presented in at least a predetermined number of vertically adjacent display segments.

28. The method of claim 17, wherein identifying one or more winning slot game paylines comprises identifying one or more winning slot game paylines resulting from corresponding symbols being randomly presented in at least a predetermined number of diagonally adjacent display segments.

29. The method of claim 17, wherein presenting a plurality of display segments and identifying one or more winning slot game paylines is performed during a standard mode of slot game play.

30. The method of claim 17, wherein presenting a plurality of display segments and identifying one or more winning slot game paylines is performed during a bonus mode of slot game play.